



## ACADEMIC WORLDQUEST 2009

### COMPETITION DESCRIPTION AND RULES



#### GENERAL INFORMATION...

- There will be 50 teams participating in the competition – one team per table.
- Each team will have 4 players.
- All points will be awarded to teams, not to individual players.
- The team with the most points at the end of the competition wins first prize.
- There will also be awards for the second and third place teams.

#### CATEGORIES FOR ROUNDS OF THE COMPETITION...

- Round 1 – World Cultures
- Round 2 – Geography
- Round 3 – Flags
- Round 4 – The World in the 20<sup>th</sup> Century
- Round 5 – Global Economy and Business
- Round 6 – People in the News
- Round 7 - Current Events
- Round 8 – Globalization
- Round 9 - Global Potpourri

#### PLAYING AND SCORING...

- Each team will be given nine answer sheets of different colors for Rounds 1 to 9.
- The question and answer choices will be read by the moderator and projected onto a screen. Most questions will be multiple choice, and some will ask for fill-in-the-blank responses.
- There will be 10 questions per round, and the rounds will be timed (30 seconds per question after the entire question has been read by the moderator).
- After each round the answer sheets will be collected and graded by the judges.
- The judges will tally points from all nine rounds. Each correct question answered is worth 1 point. Incorrect answers are worth 0 points.
- After three consecutive rounds, there will be a review of the questions and answers.

### IN THE EVENT OF A TIE...

- If there are multiple teams with the same score after the final round, the involved teams will participate in a tiebreaker round.
- The moderator will read one question, and the tied teams will respond on the answer sheet provided to them. Any team that answers correctly will proceed to the next question.
- If none of the teams correctly answers the question, the tied teams will then proceed to the next round.
- The moderator will continue to read additional questions and collect answers from the tie-breaking teams until first, second, and third place teams have been determined.
- Teams' final rankings will be determined by the order in which they were eliminated in the tiebreaker round.
- If the Sudden Victory round does not break the tie, then final rankings will be determined by highest number of points scored in the first round. If a tie still exists, then the highest score from the next consecutive round will be used to determine the rankings.

### CONCERNS ABOUT AN ANSWER TO A COMPETITION QUESTION...

- Any team with a serious concern about the answer to a competition question can explain their argument in writing to the Court of Last Resort. The appeals process is available to teams that strongly believe an answer provided is incorrect, or another answer should be accepted.
- Appeal forms will be available from the timekeeper during breaks. Complete the form and return it to the timekeeper. Each team has a maximum of two appeals available.
- Appeals will be reviewed by the Court of Last Resort during the question review periods. The outcome of your appeal will be provided to you after the completion of the competition.
- No one may approach the judges' table during the competition or breaks. During the competition rounds, students must stay at their tables at all times.

### GENERAL RULES FOR RESPONDING TO THE QUIZ QUESTIONS...

- Personal Names: Last names suffice, unless otherwise required in the question.
- Country Names: Any answer that clearly and properly identifies a country, state, or other entity will receive credit, even if there may be a more precise, technical name. For example: U.S., or the United States of America, are both acceptable answers.
- Spelling: Graders will follow the "close enough" rule unless spelling is a specific requirement in the questions.
- There is no deduction for wrong answers – if you don't know for sure, just guess!
- Any team found using an atlas, dictionary, almanac, palm pilot, cell phone, newspaper, or any other unacceptable means of "assistance" will be immediately disqualified from the proceedings. All electronic devices – especially cell phones - must be turned off during the competition.
- Finally, anyone not having a good time or taking the proceedings too seriously may be disqualified at the discretion of the judges. Good luck!!